## **Meeting Agenda**

Location: Hubben
Date: 8/5 2012
Time: 16:20-17:00
Facilitator: Magnus Huttu

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

#### 1. Objectives (5 min)

What should Kara do to get another 300 lines? How shall we implement high score? Start discussing the presentation.

Themes?

# 2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

Kara has his lineproblem. We are going to find something he can do to get more code, he could do something like a database or he could handle the themehandler.

#### 3. Reports (15 min)

Linus has finished the Pause function.

Magnus has been moving forward with the logic of the game.

Andreas is finished with the high score classes.

#### 4. From previous meetings, solved issues, e. t. c.

Linus has completed some tests on the highscore.

Magnus is still struggling.

Andreas has completed the highscore.

Jonathan fixed the mouseproblem and has now made it fully keyboard controlled.

#### 5. Discussion items (35 min)

1. Kara is going to do the themeHandler. He will contact Joche right now.

He will probably be using Strings alot.

- 2. Highscore compares scores after you have put your name into the list. We solve this if we put a name on the player from the start and then if you want to change the name you'll have to change it in settings.
- When are we doing the demo of the game?
   We decide that we are going to play the demo at the start, because then it's easier to

explain what we are presenting.

- 2. We prolong the rest of the discussion.
- 4. What themes are on the wish list?

Pokémon

Pink/Girly

Demon

Evil

Death

Blue

Rainbows

Nyancat

RUA(Robot Unicorn Attack)

#### MARKÖRPANERING:

# 6. Outcomes and assignments (5 min)

Linus is going to start coding the pausemenu.

Magnus will continue with the struggle in the gamelogics.

Andreas will handle the highscore namechange in settings.

Jonathan will talk with Joachim and see what to start programming on.

## 7. Wrap up

- 1. NA
- 2. Next meeting will take place 10/5 2012